

*Tony B.*

# N I N T E N D O<sup>®</sup>

## FUN CLUB NEWS

Vol. 1 No. 3

Fall 1987



- The Legend of Zelda<sup>™</sup>  
New Maps, Hot Tips
- Metroid<sup>™</sup> Kid Icarus<sup>™</sup> New  
PassWord Pak Game Reviews
- Punch-Out!<sup>®</sup> Rad Racer<sup>™</sup>  
Sneak Peeks

**INSIDE!**  
Pro's Corner



# BRINGS OUT THE HERO IN YOU!

Now you can bring home your favorite smash arcade hits for play on the Nintendo Entertainment System™, and bring out excitement, action and all the adventure you dare! We've got the thrills, the chills and the challenge you and your friends won't want to miss!

**ELEVATOR  
Action™**



**The Legend of  
KAGE™**





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**RENEGADE™**



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## THE PREZ SEZ

## The Name of The Game is Challenge!

An important message from master gamesman and President of the Nintendo Fun Club—Howard Phillips

This is our third issue of the Nintendo Fun Club News. If you're an established member, you'll see it has expanded. It has more news, more color, and looks more like a magazine. If you're a new member, welcome to the Fun Club! We think you'll enjoy this issue and many more to come.

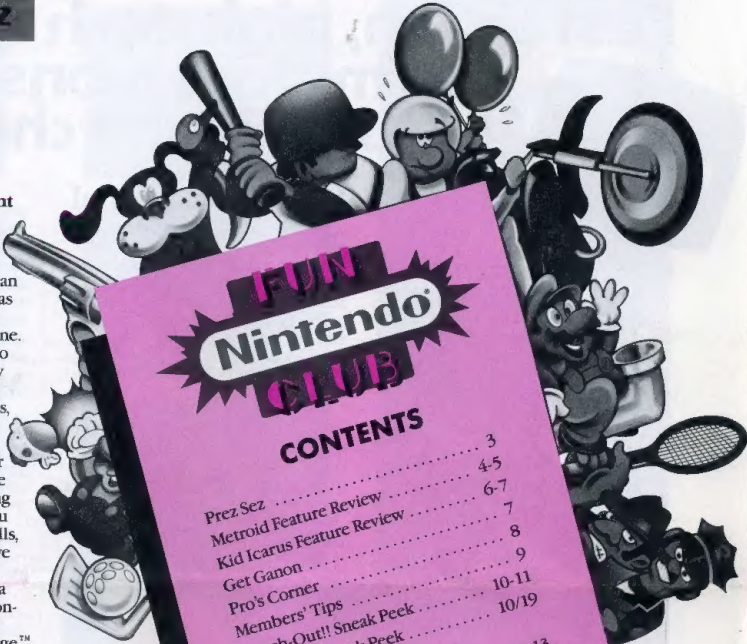
Thanks to your support, letters, and enthusiasm, we are rapidly expanding the Nintendo Fun Club.

I think the main reason for our success is the fun of the video game challenge. Our games are increasing in sophistication. And that gives you a chance to develop more game skills, master tougher challenges, and have more fun than ever.

Special game features such as a "password" which allows you to continue play where you left off, and new products like the NES Advantage™ joystick are just a couple of examples of how we are always finding new ways to challenge your skill and add to your fun.

Both are covered in this issue along with a lot of other new stories. Here's a look at some of the fun and feature stories we've packed into our fall newsletter.

- New twists, turns, secrets, and maps for the Land of Hyrule
- Game tips from the Pro's Corner and members' tips, too
- Metroid, Kid Icarus, hot new PassWord Pak game reviews
- Mike Tyson's Punch-Out!™, Rad Racer sneak peeks
- NES Advantage review
- "Scores of Fun" winners plus ten Ganon beaters
- Who are those guys? Face-to-face with Nintendo's new game counselors



## FUN Nintendo CLUB

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# Fast action, high-tech weapons, and mutant monsters are just part of the challenge.

**METROID™**

## Are you ready for Metroid?

Your challenge is to search the underground fortress maze of the hostile planet Zebes for the "Mother-brain."

But first, you must fight and defeat the two terrible mutant monsters—the "mini bosses"—which lurk in hidden chambers far below the surface of the planet.

Once you do this, you'll gain entry to Tourian, the Motherbrain's central base—a region crawling with deadly, super-powered, energy-absorbing Metroids.

## High-tech arsenal and secret tricks

Special high-tech weapons with heavy fire power aid you in your adventure. But before you wield the greatest power, you have to master long beam, ice beam and wave beam techniques!

Bombs and missile rockets also add to your strength.

And special, secret items and tricks give you passage through eerie underground caverns. For example, the "Maru Mari" lets you curl up into a ball and roll through tight spots. You can high jump to overhead chambers. "Varia" dramatically increases the strength of your armor.

Once mastered, you'll find the Screw Attack is the most powerful weapon in your mighty arsenal—making you virtually indestructible. This super cool maneuver allows you to flip through the air destroying your enemies as you go. There are even energy tanks which increase your energy storing capacity to a maximum of 699 units!

## Mapping out your strategy

To avoid getting lost in the underground mazes of Zebes, maps are a must. But you have to make them yourself!

Once in the mazes, certain techniques will help you in your search. You can use elevators to take you deeper into the planet fortress.

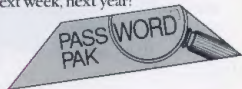
Use your "power tools" (bombs, etc.) to blast open hidden entrances in floors, walls, and ceilings.



**AVAILABLE NOW!**

## PassWord Paks

One of the most exciting features of our newest games, Metroid and Kid Icarus is the "PASSWORD." This lets you mark your place in the game. You can come back and start where you left off—next day, next week, next year!



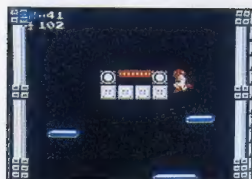
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# *Arcade* **HITS FROM DATA EAST®**



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**DATA  
 EAST**

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# KID ICARUS™

Nintendo Fun Club News Fall 1987

## A scrappy kid and complex play keep you moving fast.

Discover the challenge of another time and another place—Angel Land—home of the beautiful goddess of light, Palutena as well as the villainous creature of the dark, Medusa!

This is one of the most complex and exciting rescues ever. The game is divided into four levels, two with horizontal action and two with vertical action each of which has three areas and a fortress (except the last level which doesn't have a fortress, but has other surprises).

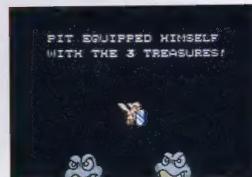
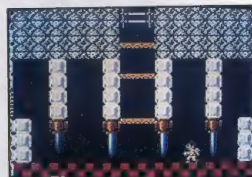
In your quest to save the goddess, you fight strange creatures and evil henchmen of Medusa, discover hidden treasures, buy magic equipment, undergo training, rejuvenate yourself

in a life-saving hot spring, and visit a hospital to cure wicked spells.

If you succeed, you must face the evil Medusa who resides in the sky, awaiting Pit with evil and terrifying tricks.



AVAILABLE NOW!



PIT EQUIPPED HIMSELF WITH THE 3 TREASURES!



**THE SLOON**

ADVENTURES AND THRILLS ARE WAITING AT THE SEA BOTTOM

HELP!

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 Association in International Electronic Media

For more information and ordering, contact your local "Slooon" dealer or Brøderbund at 17 Paul Drive, San Rafael, CA 94903-2101 Tel. 415-492-3200

IREM CORPORATION USA, 7310 Center Ave., Huntington Beach, CA 92647 Tel. 714-935-3433



## Sacred Treasure

In the fortress at the end of each level, Pit finds a sealed casket containing one of the sacred treasures: the



Mirror Shield, Light Arrows, or the Wings of Pegasus.

These magical implements as well as flaming arrows, the sacred bow, and the protective crystals, aid in your quest to save the goddess of light.

## Special Weapons

You must also look for mallets, a credit card, angel's feathers, the flaming torch, pencil, and check sheet which give you a much greater chance to succeed.

The water of life, chalice and bottle, and a water barrel will help you survive during this complex and challenging adventure.

## Hint, Hint

Find the credit card in a treasure chamber and you can buy something even if you don't have any money.

Find the protective crystals and you will be virtually invulnerable!

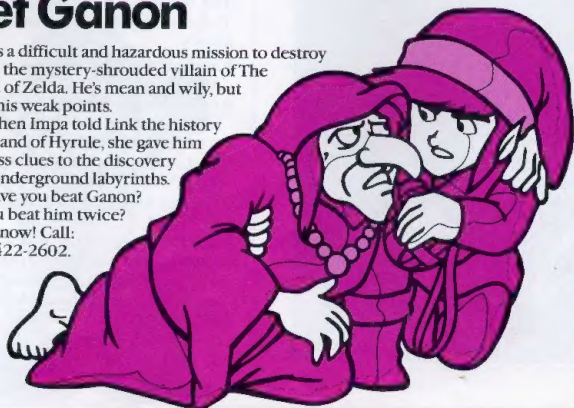
Play control in the fourth and final level is dramatically different from the earlier levels. Pit actually flies through the air with the greatest of ease!

## Get Ganon

It's a difficult and hazardous mission to destroy Ganon, the mystery-shrouded villain of The Legend of Zelda. He's mean and wily, but he has his weak points.

When Impa told Link the history of the Land of Hyrule, she gave him priceless clues to the discovery of the underground labyrinths.

Have you beat Ganon?  
Can you beat him twice?  
Let us know! Call:  
1-800-422-2602.



## Pitfall Harry's Greatest Adventure



Never before has Harry faced a challenge this tough. In Super Pitfall, he's up against more obstacles, dangers and mean little beasties than he's ever seen—scorpions, spiders, electric eels, poisonous frogs, lava pits, deadly stalagmites, underground waterfalls, and more—even caverns.



Over 270 screens of non-stop action and danger make up the adventure as Harry searches for gold, his captive niece, a priceless diamond—even invisible objects. Nobody said it would be easy, but the non-stop action for Harry means hours and hours of non-stop fun for you.

Super Pitfall from  
**ACTIVISION.**



## Playing tips from the experts on this issue's featured games.

The following tips and tricks are for expert players, so don't feel too frustrated if they don't make sense right off! If you try them, follow the tips exactly for best results.

### THE LEGEND OF ZELDA

#### Graveyard Gold

- ◆ This is a grave robber's trick for quick cash. Freeze the first ghost you see using the boomerang. Keep him frozen, and touch the other tombstones. Presto! More ghosts will appear. Beat the frozen ghost with your sword, and all the other ghosts will turn into cold cash—or?

### Fast End Option

- ◆ If dinner's on the table and you want to save your game pronto, here's how. On the Overworld sub-screen, press "UP" and "A" simultaneously on Controller II to go to the "Game Over" option screen.

### 90 Rubles

- ◆ Bomb your way to the "Big Shield Sale." Only 90 Rubles! From your starting place, it's five screens up and one screen to your left.

### Underworld Tips

- ◆ Here's a pointer for when you first enter the Underworld Level 1. If you want to go through the first locked door, but you don't have a key, try leaving the labyrinth and then re-entering it quickly.
- ◆ If you don't like what you see when you first enter an underworld chamber, step out then back in. Things may change for the better!

## METROID

### More Energy

- ◆ The fastest way to build up your energy supply is to defeat the Metroids. Try it and see!

### Escape Plans

- ◆ When a Metroid grabs you, escape through a door, or use your bombs to make a fast getaway.

### Bombs Away

- ◆ If you can't get over a wall, try using your bombs to blast yourself over.
- ◆ Bombs and guns can also help you find hidden passages.

### Lava Leap

- ◆ If you fall in the boiling lava, it could cost you your life. To jump out, try waiting until you sink to the bottom of the pit, and then jump.

### Rock Climbing

- ◆ To climb up a corridor, shoot the cracked rocks above you, and then jump up. Timed right, the rocks will fill in below you, and you can work your way up a steep cliff!

### Walldoors

- ◆ Open a door and stand just inside the opening. Let the door close on you. Without budging right or left, move the control pad rapidly up and down. This tricky tip doesn't work everywhere, and it may be fatal! But it can also be just the magic you need.

### End & Password

- ◆ To end the game quickly, and get a password: pause, then press "UP" and "A" on Controller II.

## SUPER MARIO BROS.

### Minus Worlds where are you?

- ◆ We haven't been able to get past World Minus One. But we think the Minus Worlds are out there. If you find them, call!

## TO BE CONTINUED

To continue play in the following games:

- ◆ Super Mario Bros.: Hold "A" and press "START."
- ◆ Solomon's Key: Hold the 4-way cross up and push "A" and "B" simultaneously. Then press "START."
- ◆ Trojan: Hold the 4-way cross up and push "START."
- ◆ Gradius: Down, Up, B, A, B, A, B, A, B, A, "START."
- ◆ Ikari Warriors: Push A, B, B, A after your last man dies, then "START."
- ◆ The Legend of Zelda, Metroid, Kid Icarus: Use the Continue Mode. With these games you can continue a day, a month, a year later!

# GET IT, PLAY IT...

# BEAT IT IF YOU CAN!

We'll help. Inside your MIGHTY BOMB JACK game pak is a map for conquest! A map for winning. But, we didn't show everything... it's up to you to uncover the rest. Four possible endings in one exciting game.

18010 S. Adria Maru Lane  
Carson, CA 90746  
(213) 329-5880

*Get it!*  
**TECMO**

COMING  
SOON-STARFORCE



## MEMBERS' TIPS

These tips were submitted by Fun Club members. Thanks! Keep those tips and tricks coming in!

### Mario Tricks

- ★ If you stomp a Koopa and wait until you see his feet stick out, and kick him at the last second, you'll get 1,000 points.

**Kenneth Pannell**  
Newnan, GA.

- ★ When you jump up and get a magic mushroom or fire flower, press "A" when the transformation is over, and you'll do a mid-air jump. Also, when under water, if you're swimming forward and quickly reverse direction, you'll do a back stroke.

**Jessica Taylor**  
Westport, Conn.

- ★ On World 3-3, do a Superjump ("B" button jump) on the last balance lift, and you can jump over the flagpole!

**Brian Brakus**  
North Canton, OH.

- ★ Push a Koopa Troopa's shell into a podoboo for 500 points!

**Jason Stanley and**  
**Tim Bell**  
Oildale, CA.



- ★ First find a star and some Little Goombas (1-2, 2-1, etc...). Hit the box with the star in it. Flatten a Little Goomba and grab the star quickly. Run to the flat Goomba and touch him before he disappears. He should return to normal and hop off the screen.

**Matthew Hudson**  
Albuquerque, N.M.

- ★ If you run using your "B" button and duck, you can slide under some bricks for more coins and ?????.

**Gary Wethington**  
Dearborn Heights, MI.

### 10-Yard Fight Tip

- ★ When the person on offense is near the out-of-bounds line, you (defense) can jump towards him, and he will try to move away from you and go out of bounds. This tip works even if you are far away from him.

**Konrad Siewierski**  
Schaumburg, IL.

### Kung Fu Clue

- ★ On the first level, if you can punch enough enemies, the bonus points you get at the stairs should bring your score to over 50,000 (1 extra man).

**Brian Prince**  
Rushville, OH.

# GET IT, PLAY IT...

COMING SOON SUPERFORCE

## BEAT IT IF YOU CAN!



We'll help. Inside your SOLOMON'S KEY game pak is a map for conquest! A map for winning. But, we didn't show everything... it's up to you to uncover the rest. Fifty exciting rounds of play to unlock Solomon's secrets.

(213) 329-5880

*Get it!*



**TECMO**

18010 S. Adria Maru Lane  
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# S N E A K P E E K S PUNCH-OUT!!



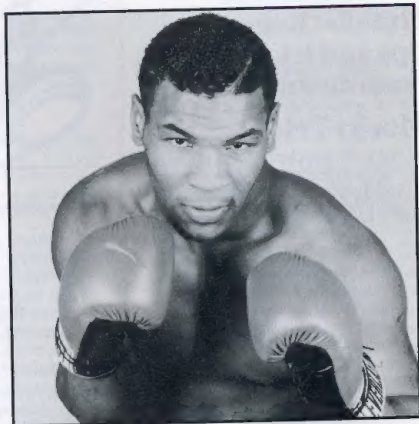
COMING  
SOON

## You'll be a big fan of the hot new video game Mike Tyson's Punch-Out!!™

Mike Tyson's Punch-Out!! is named after the undisputed heavyweight champion of the world because this is one heavyweight new video game.

It features all the great elements of the arcade hits Punch-Out!! and Super Punch-Out!! You'll slug it out with five of the original fighters including flashy Glass Joe, bulky Bald Bull, gritty Mr. Sandman, Super Macho Man, and the fierce Great Tiger.

You'll meet some new masters of the ring, too—a total of six tough characters—all packing really heavy artillery. And you'll have some fancy new moves of your own along with a great special training round.



Look for Mike Tyson's Punch-Out!! this fall. A knockout!

## Rad Racer™ takes you to turbo speed in

# 3-D!

COMING  
SOON

This new game is guaranteed to make other video games look like the turtle races.

One of the most exciting features is 3-D glasses. You'll see there's a whole new color-dimension to game play when you put these on.

First, select your car—either the 328 Twin Turbo, a Ferrari-style roadster, or the F1 Machine, an Indy 500-style race car. The roadster races other street-legal cars, the Indy races other Indy-style cars.

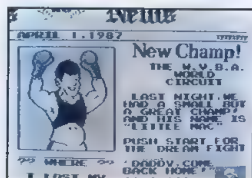
Now put on your 3-D glasses and you're ready to rip.

You have to race your machine against the clock. Your goal: reach either a mid-course checkpoint or the finish. Each checkpoint gives you valuable extra time!

Challenge the tight curves and twists of the Sunset Coastline course. Watch the hills and dips. Drive defensively! One mistake, and you'll roll.

(continued on page 19)





FCI Blasts You to Outer Space on Nintendo®

# Lunar Pool

Test your skills with Lunar Pool, an advanced home video billiard game. Sixty different "tables" and eight power levels make Lunar Pool different from anything on Earth!

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**ZANAC**

Play Zanac—the fastest, most advanced space game ever. You have eight super weapons, plus secret power bonuses on your side to stop the enemy.

Falkensoft Communications International, Inc.  
845 Fifth Avenue, New York, NY 10022  
Tel. 212/763 1911

**FCI**

# Seek and Destroy

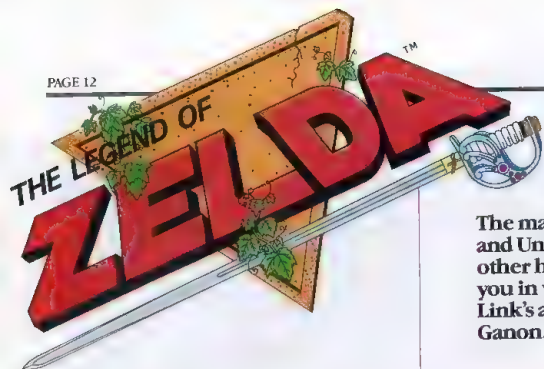
## SPY HUNTER

That's your mission. No easy task. The mission is risky. The enemy is diabolical. It's up to you to save the world from these mega-nasty enemy agents.

**SUNSOFT™**

**Super Arcade Graphics!**

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The maps for the Overworld and Underworld along with other helpful hints will aid you in your quest to conquer Link's arch enemy, the evil Ganon.

### Sword



He gives to you right away.

## The Overworld

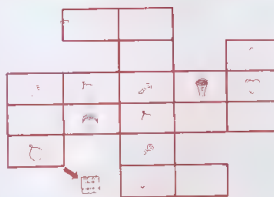
Use And For ?

Push And For ?



Are you ready for round two?

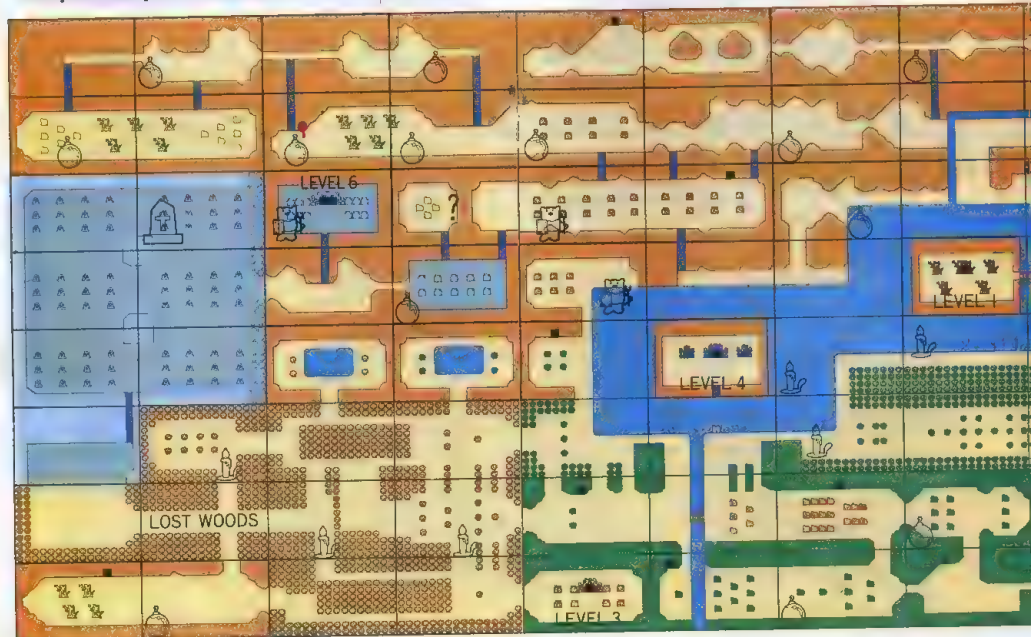
## The Underworld



Level 3



Level 4





# White Sword

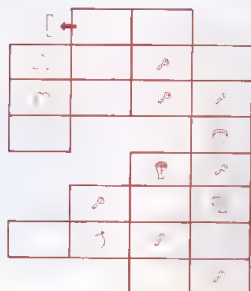


He gives to you only if you have five hearts.

# Magical Sword



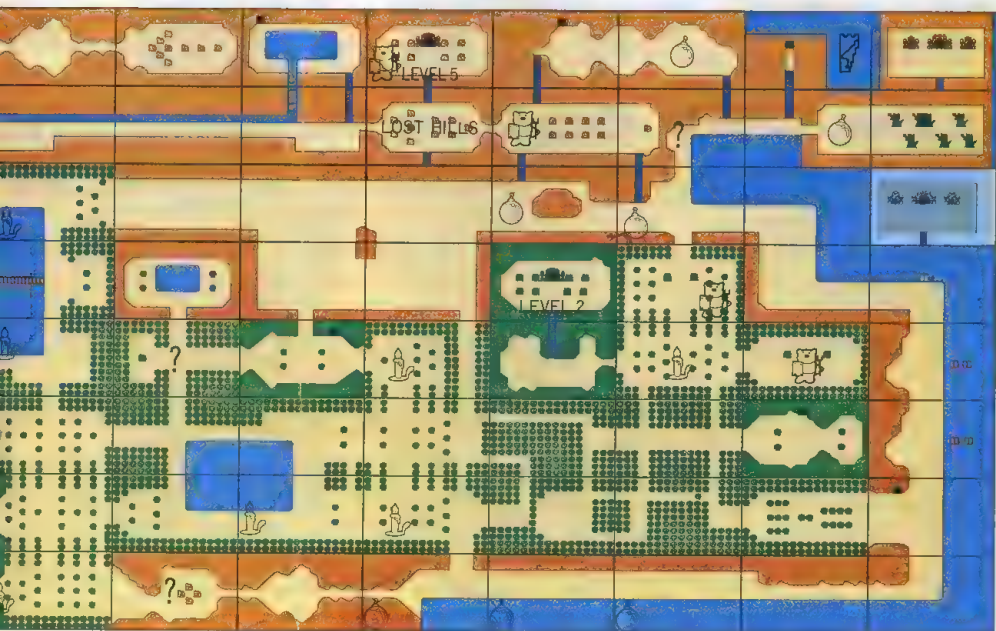
He gives to you only if...?



Level 5



Level 6



BAN  
DAI

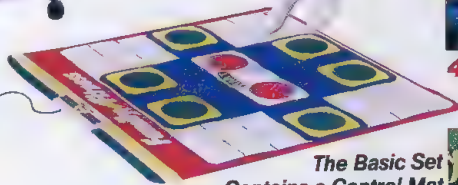
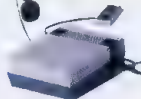
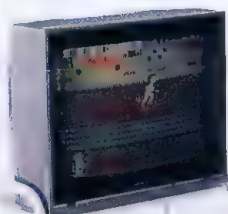
**BANDAI**

# Family Fun Fitness

Nintendo ENTERTAINMENT SYSTEM

Use Exclusively With The  
Nintendo Entertainment System

- Five Game Fields, Fancy Footwork Make You a Human Joystick on the Control Mat
- Have Fun and Stay Fit



The Basic Set  
Contains a Control Mat  
and Athletic World Game Pak



Watch for the new and exciting "Stadium Events"  
Game Pak to be used with the Control Mat.  
Coming soon from Bandai America.



**1 HURDLES**



**2 ANIMAL TRAIL**



**3 DARK TUNNEL**



**4 HOP A LOG**



**5 RAFTING**



(Sneak Peeks Continued)

# What happens when Link grows up?

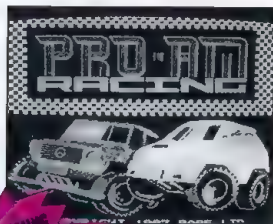
Is Link more powerful? Is Ganon in the picture? Find out in the amazing *The Adventure of Link* featuring our hero from *The Legend of Zelda*—Link. And he's full grown!

## Super challenging game play

This is one of our "deepest" games yet with more role playing, more character interaction, and faster paced action. You'll fight your way through an altogether different land than Hyrule. In this adventure, the game area is larger and played from the horizontal point of view as in *Super Mario Bros.*

Lots of new characters will give you the information you need during your quest. But watch out. Your enemies are fiercer and more crafty than ever.

Look for *The Adventure of Link* soon!



## Pro-Am Racing™ will challenge the hottest driver!

If you think you're a good race driver, how do you handle puddles, oil slicks, and rain with an off road vehicle?

Find out in *Pro-Am Racing*, coming soon from Nintendo.

This is a new kind of challenge with bombs, missiles, skidding moves, and other tricks to get you around the tracks. Check it out!

## NEW FOR CHRISTMAS



**KING OF THE RING™** Challengers from around the globe knuckle up to take the title bout!

**KID NIKI™** \*\*a "rad" and "bad" punk dude is out to rescue his girlfriend from the clutches of the Stone Wizard!

**BREKTHRU™** Your mission is to retrieve the secret fighter plane stolen by renegades!

**KARNOV™** the fire-breathing Russian, is seeking the Lost Treasure of Babylon.

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## SCORES OF FUN

Player	City/State	Game	Score
Paul Bowman	Steubenville, OH	SMB	9,999,950
Ruben Ruiz	Los Angeles, CA	SMB	9,999,950
Clive Wong	Fremont, CA	SMB	9,999,950
Shandon Youngclaus	Fresno, CA	SMB	9,999,950
Phillip Chan	Chicago, IL	SMB	9,056,250
Jim Leonard	Findlay, OH	SMB	8,557,350
Erick Haynie	Hood River, OR	EB	First Track 00 55 64
Matt Witbracht	Percy, ILL	EB	Fifth Track 1:07 28
Jim Hernandez	Fremont, CA	SL	Mt Nasty "Cut Loose" 1:01.24
Jim Hernandez	Fremont, CA	PW	00 00:24
(Best time for defeating an opponent!)			
Robert Kuhl	El Sobrante, CA	PW	Beat the Great Puma
Angelo Margate	San Jose, CA	HA	317,200
SMB: Super Mario Bros., PW: Pro Wrestling, HA: Hogan's Alley, EB: Excitebike			

## Send Us Your Scores!

These are the winners of our nationwide high score contest—proof of the old saying "It's not whether you win or lose, it's how you play the game!"

And these Fun Club members are all hot players!

The Fun Club Scoreboard is featured in every issue of the Fun Club News.

Our on-going contest for high scores on Excitebike, Hogan's Alley,

Super Mario Bros., Slalom, Pro Wrestling, and The Legend of Zelda now also includes the newest video hits—Metroid, and Kid Icarus.

To enter the contest, fill in the form below, or use your official Nintendo scorepad.

Send us a picture of your TV screen proving you met the ultimate challenge. (For best results, turn off all lights in room, do not use a flash, and use a 35mm camera.)

## Noah Hoffman beats Ganon!

Special congratulations go to the first of ten "Ganon beaters!"—Noah Hoffman of Bellevue, Washington. Noah was first to call us with the exciting details of his victory over Ganon, the mysterious and evil villain from our new hit video game The Legend of Zelda. In the course of his battle, Noah wielded a magic sword, let fly a silver arrow, and turned an invisible enemy into dust.

The other nine "Ganon beaters" are: Ian Hamby, Craig Redkind, David Guarad, Erik Walgamott, Robert Taylor, Dave Morgan, Bill Higley, Isaac Ortiz, and Richard Furman. Are you ready for the newest challenge?

## Can you beat Ganon twice? Call!

Here's a challenge that will test your Ganon conquering skills to the max! It's the "Second-Time-Around" challenge against the meanest, most wily bad guy in video history. Only the elite players who have whipped Ganon the first time can take on this doubly tough challenge.

If you get the best of the mystery-shrouded Ganon a second time, call us right away at 800-422-2602! If the line is busy, keep trying!

Be prepared for questions that only you, the master Ganon beater, can answer. Good luck!

## Special Congratulations!

Seven-year-old David Evans scored over 450,000 on Super Mario Bros. That's an outstanding achievement!

## ENTER HERE:

Name \_\_\_\_\_ Fun Club Membership No. \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Name of Game \_\_\_\_\_

High Score \_\_\_\_\_

☐ Check this box if a 35mm photo of screen score is included.

Mail both a photograph and this entry form to: Nintendo Fun Club, High Score Competition, P.O. Box 957, Redmond, WA 98052. Then keep an eye on upcoming issues. You just may be in one!



# MAIL BAG

Dear Nintendo,

I would like some hints on how to beat Great Puma. He beats me every time

Bobby Flood  
Taylor, MI

**Try the toss-out-of-the-ring tip.** Toss your opponent out of the ring where illegal moves are okay. When the "ref" gets close to the count of 20, knock down the Puma and jump back in the ring leaving the "Great One" to be disqualified.

Dear Howard,

How do you get the seven extra lives in Super Mario Bros.?  
Shannon Ashcraft  
Westchester, ILL.

**You can get a lot more than seven with One-Up mushrooms and coins. For more tips, check your owner's manual or the Super Mario Bros. Strategy Guide.**

Dear Howard,

I think your Fun Club is rad. I got into it free when I got my Nintendo Entertainment System. How much will it cost to renew my subscription?

James McLimans  
Castle Rock, CO

**Thanks James! Right now, membership is free, and your subscription is automatically renewed. We'll give you plenty of notice if this should change.**

Dear Nintendo,

Is a dungeon an underground coinroom or an underground world? How do you get unlimited lives? If there is a Minus World 2, 3, or 4, how do you get there?

Danny Weston  
Johnston, RI

**In order of your questions, Danny: 1) A dungeon is an underground world. 2) You don't. 3) We haven't found them, have you?**

Dear Nintendo,

I think it would be a good idea if you created a list of the top ten (10) or twenty (20) games as voted upon by the readers

Shane Linkous  
Redmond, WA

**Great idea, Shane! Let's do it.**

## SEND FAVORITES

Fun Club member Shane Linkous has suggested we start a "Top Favorites" video list. We think it's a hot idea. How about you? Send us a list of your five favorite video games, and watch the next issue.

Dear Nintendo,

What games does Howard Phillips have in his game library?

Harold Chow  
Los Altos, CA

**Howard reviews all the video games for Nintendo's System in Japan. At last count, he had close to 300. Too many to list!**

Dear Howard,

On Super Mario Bros. I got so many guys it started going by letters and then by colored shapes. Is this some kind of code or message?

Craig Fullton  
Newton Falls, OH

**Yes! If you get more than nine lives, the display is coded—for example a crown with a number after it means you have more than ten lives.**

Dear Nintendo,

I landed on Bowser's head and the ax at the same time. So when I was big, and got to the next mushroom, nothing happened, why?

Marc Evans  
Bow, NH

**You're close, Marc! You must touch Bowser's head a micro-second before you touch the ax. Then when you get the mushroom and fire flower next level, you become small fiery Mario.**

We at Nintendo appreciate your letters. Your comments help us to give you what you want: exciting games, state-of-the-art equipment, and courteous service. Please send your letters to:  
Nintendo Fun Club News  
MAILBAG  
P.O. BOX 957  
Redmond, WA 98052

## LOCAL CLUBS UPDATE

Starting your own local Fun Club is a great way to share tips and playing strategies with your friends. Many of you have already written to tell us about your own local chapters and your activities.

The Hood River Club writes:

Our local Fun Club is new and going strong. We have developed a system so that when one of our members has a birthday, we all go (in) together and get a few new video games.

One thing is for sure. We don't share secret tips on the games! We all want to be the best!

Shone L. Colbert of Glenwood, ILL. has some impressive news:

I started a club two weeks ago, and have 27 members (pretty good for two weeks). I adore your new game The Legend of Zelda, and have found seven pieces of the Triforce!

## FUN CLUB KIT

We'd like to see a lot more of you start your own local Fun Clubs. So, to make it easier to get started, we've prepared a Fun Club Kit that includes tournament ladders, activities suggestions, a Binder for keeping Club records organized, and a "Power Player" button to be awarded to your weekly champ.

To get the kit, just send \$6.95 and the names and Fun Club Membership Numbers (or NES serial numbers) of five members.

# PROFILES

Many of you call our toll free number 1-800-422-2602 to talk to Nintendo game counselors J.C., Rich, George, Chuck, and Phil. We thought you might like to see the pros, and hear what they have to say about game counseling and our latest video games. We'll be adding more counselors and phone lines, so if it's busy, keep trying!

**"People can't believe I do this for a living!"**

**George**

"My job has to be one of the best in the world. It's fun. It's challenging. And there's a great sense of achievement. Friends of mine can't believe I do this for a living."

All the games are great, but I particularly like The Legend of Zelda. It combines combat with strategy and lots of puzzle-solving. It takes a lot of thinking and hunting around to find the answers. But all the clues are there and eventually come together.



**"I'm always learning something new from Fun Club Members' questions."**

**Rich**

When Fun Club Members call in with questions, they always seem to have

a new angle on a game. Sometimes it's the nature of a question like how to use a certain weapon, or how to get past a particular bad guy. It gets me thinking too, and I discover new tricks in coming up with the answer.

Kid Icarus is probably my latest favorite. This super tough game has a great variety of stages and phases. The challenge is always there, and increases with every level.

**"There's nothing like the fresh challenge of a new game."**

**J.C.**

The part I like most about my job as a Nintendo video game counselor is that first crack at a new



game. There's nothing quite like that kind of challenge. I also enjoy swapping hints and sharing ideas with game players nationwide. You're going to love Metroid! The Screw Attack is my favorite weapon, and killing the Brain was a great accomplishment. The graphics and basic layout of the game maintain your interest for a long time.

**"There's never a dull moment."**

**Phil**

I have to have one of the most exciting jobs around. The chance to play new video games creates a constant sense of discovery and adventure.

Mike Tyson's Punch-Out!! really sounds like one of the most challenging games of all time. I loved the arcade hit. Howard tells me there will be new fighters, better graphics, and faster action. He says your reaction time has to be immediate, and your footwork has to be fancy. I can't wait!



**"The people in this business are fantastic."**

**Chuck**

The best part about being a Nintendo game counselor is talking with all the pros in the business from coast-to-coast and even around the world. They're all enthusiastic about video games, have a good sense of humor, and great imagination.

It's great to preview games before they hit the market. Rad Racer, which isn't out yet, is hot! The graphics are super and the thrill of the speed beats anything I've played.



## Ho-Ho-Ho VIDEO

**Q:** Who is in Mario's doghouse?

**A:** Bow-wow-wow-wowser.

Brooke Toole  
Noblesville, Indiana

Mr. X is so tough, I'm sure if he ever told a joke, you wouldn't want to stay around to hear the **punchline**.

David Harris  
Pensacola, FL

Send us your "Ho-Ho-Ho Videos," and watch to see if they make it in!



## HEEEEEER'S HOWARD

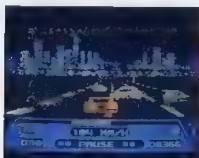


Here's a glimpse at a Rock Video Howard Phillips created at a Nintendo trade show in New Orleans.





(Rad Racer continued from page 10)



## You're at the wheel

You're in total control—with steering, brakes, accelerator, and turbo speed (push up on control pad) for super fast moves.

Finish Sunset, and you can drive on to San Francisco Highway. This is night racing at its coolest. What does night look like in 3-D? Check it out! Now you're driving against Corvettes instead of the VW Bugs you raced in the first course.

Altogether, there are eight courses, each progressively more difficult. You'll race side-by-side with the hottest cars—Lamborghinis and Porsches. Are you ready?

## Standard equipment: music and 3-D glasses

If you like to listen to tunes when you drive, push "down" on the control pad. You can select any one of three road tunes or turn off the music completely—even mid-race.

Cool new 3-D glasses (red/blue lens) come with every game as standard equipment. Just press the select button during your game, and you can change to the 3-D mode. Red and blue images appear on the screen, and if you put on the glasses, you can drive 3-D!



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# FUN CLUB STUFF & THINGS

Now you can look as hot as you play. Use the attached order form to get these great sweatshirts and t-shirts from Nintendo as well as the Super Mario Bros. Strategy Guide (full of secret tips and tricks), and official scorepads for Hogan's Alley, Excitebike, and Super Mario Bros. In this issue we also have something new—a Fun Club binder for your best scores, video notes, and other important stuff. Look for more new items next issue!





# Have you got the Advantage?

The NES Advantage joystick is out and ready to give you more control over game play than ever. Try it with any NES game on the market!

## Better by Design

The NES Advantage has the feel and handling of a full-size arcade control panel. But it's even better than the arcade model joysticks.

An extra-thick metal base gives it weight and stability so you can set it on a table leaving both your hands free for game play. That's a big advantage over hand-held joysticks.

The joystick itself is full size—big enough to give you a good grip on the action. A choice of "A" and "B" buttons adds all the control you need—and then some. Plus there's no sore "Video Thumb" because you don't have to pump the button, just hold it down for non-stop zapping.

## Turbo charge your game

You'll find the NES Advantage joystick has some cool turbo features that help you play fast.

The "A" and "B" buttons each have a turbo on/off button and a turbo speed adjusting knob. This lets you adjust the button rate for rapid-fire, rapid-jump, and your other fast moves.

For example, in games like Kung Fu, you can hold down the "A" button for super fast chops and kicks. In Super Mario Bros., you can hold down the "B" button for high-speed fireball throws. The newest fast-action games like The Legend of Zelda and Metroid really take off when you use the NES Advantage. You'll find Konami's Gradius really benefits from the unlimited rapid-fire feature, too.

## Strategy "Slow-Mo"

If you keep getting stuck in the same troublespot—nailed by flying fish in Super Mario Bros., killed by the Great Puma in Pro Wrestling—this could be your answer.

Use this special feature to slow the action until you get your moves down just right.

Just push "slow," for an easier pace. Try it. You'll agree. The NES Advantage is the only way to play!



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## SKYKID™

Can two young pilots ward off an entire invasion? The odds are against them. The enemy's coming with every deadly weapon known. The SkyKids, they've got guts and hearts of gold. So buckle up, and start your engines. You are the freeworld's only hope!

**SUNSOFT™**

**Super Arcade Graphics!**

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# PUZZLER PLACE

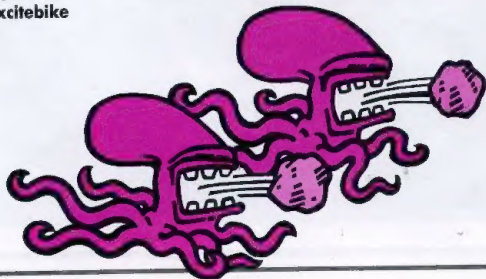
## A Hidden Name Game.

Fun Club member Mike Lushinsky of San Diego, CA has hidden over 30 NES video game names in this puzzle. The names run in all directions—up, down, across, and diagonally. Can you find and circle them all?

T R O J A A N N E A D F B C M E T S Y S T N E M N I A T R E  
E G H O S N G O B L I E N I N T E N D E B K C L D L E B M T  
L R I N G K I N G F G H C I H Y Z I A B L J E Z J E G A A N  
E S A C T I O N D O P A N S L A L O M O L C R M R X A L C I  
V G Y R O M I T E Q S P T R S G Q F I J L F S Q O C K L H E  
A B Q R S U A C T G H O S T N G O B L I N S I U B I F O R M  
T A I N A U E L T S A C U U Y R Y D O N C S M J M T O O I O  
O S U P E R M A R I O B R O S A A F E B A N K S K E D N D H  
R A Z X U P Y S X R R W I H G D G M P B R L M T L B N F E O  
R B O U W M S E R E Y I D L E I F D N A K C A R T I A I R P  
A S I D E A R M S T R Z Z L E U U U I L A Q K G D K G G A N  
C B W S M W S P B B E R T I S I W O L N P G E E E E H I E  
T M R X T C L O E S A R L A M D L X R T O I R Y F C L T R T  
T R E M A E U C L B S I D A R S A S T T I A A S O B E A Z N  
O E C A I T I C U T E N N I S O B D E P O Z D C W H Z Y I  
N P K C R A G E N O L D R N R S N A M S I Z I R B A T S A N  
W U I B A R I R K A R N O V A E I O D E A D L Y T O W E R S  
L S N U C A L U L D W E C V S J P R A P R N B A S E B A L L  
L F G R T K L J E O Y N H I P L O Y D U U H E B Y A Z B A L  
A O C G O L F A R I N D Y R G A R L K Q G J H M C D O N T  
B D R R I N G K A F G Q X U H D E O T C T I F K T D C S D N  
Y N E E N U T A T H E N N F U J E T T A S P Y L E A D X I U  
E A W T C K S R R Z U E S G N I F C O T N M M U N T R W O M  
L G A I T N I A O K R L M N T C G I W S O V Q D V R S T R K  
L E M M H E B T O P Q I N U E L E V A T O R A C T I O N T C  
O L X E C R O F R A T S N K R A M K A R N O V P I N B A E U  
V Z Z Y G U M S H O E K Y C L U C L U L A N D M O R G E M D

For starters, look for these:

- |                 |                      |              |
|-----------------|----------------------|--------------|
| 1. Clu Clu Land | 5. Balloon Fight     | 8. Slalom    |
| 2. Gumshoe      | 6. Mach Rider        | 9. Golf      |
| 3. Gyromite     | 7. Super Mario Bros. | 10. Baseball |
| 4. Excitebike   |                      |              |



## Game Reviewers Wanted!

Every Fun Club Newsletter includes game reviews written by our experts. But we know there are plenty of video pros out there in our Fun Club Membership.

So how about it?

Pick your favorite Nintendo video game. Write a review of whatever you think is cool about the game, and send it in. (Address below in Halloween story.) Your review might get published!

## Picture yourself on Halloween

We're announcing the first annual Nintendo Video Character Halloween Costume "Picture Show."

Here's your chance to look as outlandish, heroic, evil, mysterious, comical, and colorful as the characters in your favorite Nintendo video games.

This year's categories include:

- Closest character look-alike.
- Best guess. For example, if you haven't seen Ganon, or you haven't saved the princess, dress up as you see them in your imagination.
- Local Club Group. This is for local Fun Clubs. Get together and create a group of characters from any of our video games. For example—a Goomba, Koopa Troopa, Magic Mushroom, the princess, and Mario.

Have someone snap a picture of you in costume with a 35mm camera (preferably). Put your name and address on the back of the photo, and send to: Nintendo Fun Club, Halloween Costumes, P.O. Box 957, Redmond, WA 98052. Then watch for our pick of the "pics" in the next issue.





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Now it's just you against them. To survive you'll need more than speed and firepower, you'll need instinct and guts.

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the aircraft carrier  
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Keep your eyes peeled for details.



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